

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-152 (cancelled).

Claim 153 (previously presented): A gaming device comprising:
a target;
a plurality of non-targets having a plurality of different proximities to the target;
a display device adapted to display said target and non-targets;
at least one speaker;
a plurality of different sound effects associated with the different proximities of the non-targets to the target;

a predetermined number of times associated with the non-targets; and

a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets is selected, and upon reaching said predetermined number, causing the speaker to generate:

(a) one of said sound effects when one of the non-targets is selected; and

(b) another one of the sound effects associated with a different one of the proximities when another one of the non-targets is selected.

Claim 154 (previously presented): The gaming device of Claim 153, wherein the target or one of the non-targets is processor selected.

Claim 155 (previously presented): The gaming device of Claim 153, wherein the target or one of the non-targets is player selected.

Claim 156 (previously presented): A gaming device comprising:

- a target;
- a plurality of non-targets including at least two non-targets which have a plurality of different proximities from said target;
- a display device adapted to display said target and non-targets;
- at least one speaker;
- a plurality of different sound effects associated with said different proximities;
- a predetermined number of times associated with each of said proximities; and
- a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets within said predetermined proximity from said target is selected, and upon reaching said predetermined number, causing the speaker to generate:
 - (a) one of said sound effects when said processor selects one of the non-targets within one of said proximities from said target; and
 - (b) a different one of the sound effects when said processor selects a different one of the non-targets within a different one of the proximities from said target.

Claim 157 (previously presented): The gaming device of Claim 156, wherein the target or one of the non-targets is processor selected.

Claim 158 (previously presented): The gaming device of Claim 156, wherein the target or one of the non-targets is player selected.

Claim 159 (previously presented): A gaming device comprising:

- a target;
- a plurality of non-targets including at least two non-targets which have a plurality of different proximities from said target;
- a display device adapted to display said target and non-targets;
- at least one speaker;
- a first sound effect associated with one of said proximities;
- a second sound effect, which is different from the first sound effect, associated with another one of the proximities;
- a predetermined number of times associated with each of said proximities; and
- a processor operable to control a game upon a wager by a player, for causing selection of said target or one of the non-targets, counting the number of times one of the non-targets within one of the proximities from said target is selected, causing the speaker to generate said first sound effect when one of the non-targets within one of the proximities from said target is selected, and upon reaching said predetermined number, causing the speaker to generate said second different sound effect when one of the non-targets within one of the proximities from said target is selected.

Claim 160 (previously presented): The gaming device of Claim 159, wherein the target or one of the non-targets is processor selected.

Claim 161 (previously presented): The gaming device of Claim 159, wherein the target or one of the non-targets is player selected.

Claims 162 – 187 (cancelled).

Claim 188 (previously presented): A gaming device comprising:

- a pitfall;
- a plurality of non-pitfalls having a plurality of different proximities to the pitfall;
- a display device adapted to display said pitfall and non-pitfalls;
- at least one speaker;
- a plurality of different sound effects associated with the different proximities of the non-pitfalls to the pitfall;
- a predetermined number of times associated with each of the non-pitfalls; and
- a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls is selected, and upon reaching said predetermined number, causing the speaker to generate:
 - (a) one of the sound effects associated with one of the proximities when one of the non-pitfalls is selected; and
 - (b) a different one of the sound effects associated with a different one of the proximities when a different one of the non-pitfalls is selected.

Claim 189 (previously presented): The gaming device of Claim 188, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 190 (previously presented): The gaming device of Claim 188, wherein the pitfall or one of the non-pitfalls is player selected.

Claim 191 (previously presented): A gaming device comprising:

a pitfall;

a plurality of non-pitfalls including at least two non-pitfalls which have a plurality of different proximities from said pitfall;

a display device adapted to display said pitfall and non-pitfalls;

at least one speaker;

a plurality of different sound effects associated with said different proximities;

a predetermined number of times associated with each of the different proximities; and

a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls within one of the proximities from said pitfall is selected, and upon reaching said predetermined number, causing the speaker to generate:

(a) one of said sound effects when said processor selects one of the non-pitfalls within one of the proximities from said pitfall; and

(b) another one of the sound effects when said processor selects another one of the non-pitfalls within another one of the proximities from said pitfall.

Claim 192 (previously presented): The gaming device of Claim 191, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 193 (previously presented): The gaming device of Claim 191, wherein the pitfall or one of the non-pitfalls is player selected.

Claim 194 (previously presented): A gaming device comprising:

- a pitfall;
- a plurality of non-pitfalls including at least two non-pitfalls which have a plurality of different proximities from said pitfall;
- a display device adapted to display said pitfall and non-pitfalls;
- at least one speaker;
- a first sound effect associated with one of the different proximities;
- a second sound effect, which is different from the first sound effect, associated with another one of the different proximities;
- a predetermined number of times associated with each of the different proximities from said pitfall; and
- a processor operable to control a game upon a wager by a player, for causing selection of said pitfall or one of the non-pitfalls, counting the number of times one of the non-pitfalls within one of the proximities from said pitfall is selected, causing the speaker to generate said first sound effect when one of the non-pitfalls within one of the proximities from said pitfall is selected, and upon reaching said predetermined number, causing the speaker to generate said second different sound effect when one of the non-pitfalls within another one of the proximities from said pitfall is selected.

Claim 195 (previously presented): The gaming device of Claim 194, wherein the pitfall or one of the non-pitfalls is processor selected.

Claim 196 (previously presented): The gaming device of Claim 194, wherein the pitfall or one of the non-pitfalls is player selected.

Claim 197-206 (cancelled).

Claim 207 (previously presented): A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a target;

displaying a plurality of non-targets including at least two non-targets which have a plurality of different proximities from said target;

selecting either said target or one of the non-targets a plurality of times;

for each of the non-targets, counting the number of times said non-target is selected from within one of said proximities from said target;

for each of the non-targets, reaching a predetermined number of times said non-target is selected from within one of said proximities from said target;

generating a sound effect when one of the non-targets is selected from within one of said proximities from said target after one of the predetermined number of times is reached; and

generating a different sound effect when a different one of the non-targets is selected from within a different one of said proximities from said target after another one of the predetermined number of times is reached.

Claim 208 (previously presented): A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a target;

displaying a plurality of non-targets including at least two non-targets which are a plurality of different proximities from said target;

selecting either said target or one of the non-targets a plurality of times;

generating a first sound effect when one of the non-targets is selected from within one of said proximities;

counting the number of times said non-target is selected from within said proximity from said target;

reaching a predetermined number of times said non-target is selected from within said proximity from said target;

generating a second different sound effect when said non-target is selected from within said proximity from said target after the predetermined number of times is reached; and

generating a third different sound effect when a different one of the non-targets is selected from within another one of the proximities.

Claim 209-219 (cancelled).

Claim 220 (previously presented): A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a pitfall;

displaying a plurality of non-pitfalls including at least two non-pitfalls which have a plurality of different proximities from said pitfall;

selecting either said pitfall or one of the non-pitfalls a plurality of times;

counting the number of times a plurality of the non-pitfalls are selected from within the proximities from said pitfall;

reaching a predetermined number of times the non-pitfalls are selected from within the proximities from said pitfall;

generating a sound effect when one of the non-pitfalls is selected from within one of the proximities from said pitfall after the predetermined number of times is reached; and

generating a different sound effect when a different one of the non-pitfalls is selected from within another one of the proximities from said pitfall after the predetermined number of times is reached.

Claim 221 (previously presented): A method of operating a gaming device comprising the steps of:

operating a game upon a wager by a player;

displaying a pitfall;

displaying a plurality of non-pitfalls including at least two non-pitfalls which have a plurality of different proximities from said pitfall;

selecting either said pitfall or one of the non-pitfalls a plurality of times;

generating a first sound effect when one of the non-pitfalls is selected from within one of the proximities;

generating a second sound effect, different from the first sound effect, when a different one of the non-pitfalls is selected from within another one of the proximities;

counting the number of times one of the non-pitfalls is selected from within one of the proximities from said pitfall;

reaching a predetermined number of times one of the non-pitfalls is selected from within one of the proximities from said pitfall; and

generating a third different sound effect when one of the non-pitfalls is selected from within one of the proximities from said pitfall after the predetermined number of times is reached.